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Maxiwell Luo

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Education	University of Illinois at Urbana-Champaign Bachelor of Science, Computer Science + Master of Computer Science GPA: 3.67/4.0	Urbana-Champaign, IL Graduation: May 2021
	Hinsdale Central High School Valedictorian GPA: 5.93/5.0	Hinsdale, IL August 2013 - May 2017
Relevant Courses	Applied Cryptography (IP); Advanced Computer Security (IP); ML for Sys, Networks, & Security (IP); Machine Learning; Computer Security II; Applied Parallel Programming; Interactive Computer Graphics; Programming Languages and Compilers; Algorithms; Top Down Video Game Design; Game Dev Process; Communication Networks; Computer Security I; Algorithms & Models of Computation; UI Design; Probability and Statistics; System Programming; Applied Linear Algebra; Numerical Methods I; Computer Architecture; Data Structures	
Work Experience	8i, Software Engineering Intern — Developed features for an internal MPEG-DASH player to support the company's proprietary mesh, video, and audio codec including seek, caching, and adaptive bitrate selection	Chicago, IL May 2020 – August 2020
	Eagle Seven, Software Development Intern — Wrote software to calculate network performance metrics of high-frequency trade engines — Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development	Chicago, IL May 2019 – August 2019
	Fermilab, Application Development and Systems Analyst Designed and developed a web app in Angular to interface with an instrument calibration database	Batavia, IL May 2018 – August 2018
	Fermilab, Software Intern Using C, implemented and analyzed the effectiveness of data compression algorithms for use in collecting data during experiments	Batavia, IL June – July 2016
Projects	HackIllinois Cooperated in a team to develop a drawing/messaging service modeled on the DS software PictoChat in Python.	Urbana-Champaign, IL February 2018
	neuralMario Implemented a NEAT algorithm to create an AI that could play Super Mario World	Hinsdale, IL May 2017
	Black Lung Developed a short third-person action game in Unreal Engine with a group of peers	Westmont, IL 2016
Activities	CS 225 Data Structures, Teaching Assistant Lead discussions with students to foster educational dialogue concerning the use of data structures in computer science	Urbana-Champaign, IL August 2020 – Present
	UIUC SigPWNy Collaborated with peers to identify and research vulnerabilities in various software systems	Urbana-Champaign, IL 2017 – Present
Skills	Proficient in C/C++, Java, Python	
	Intermediate knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL, Chinese	
	Basic skills with Rust, OCaml, x86 Assembly, Japanese	